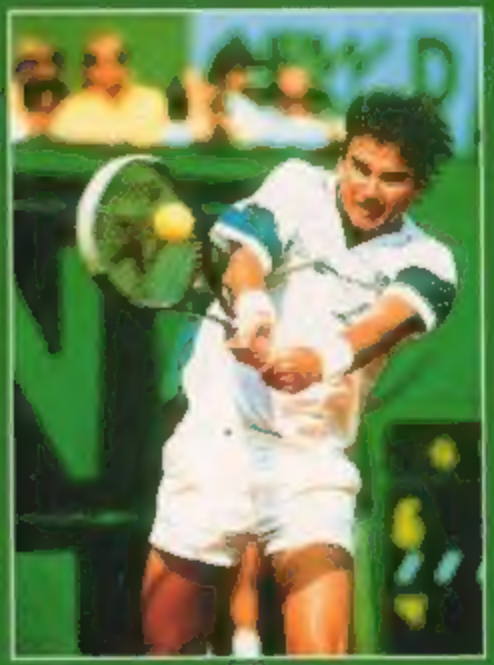
SNS-JC-USA

Jimmy Connors

PRO TENNIS TOUR



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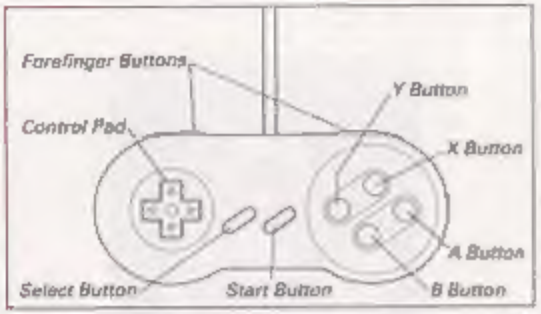
Jimmy Connors

Few athletes have had as incredible an impact on their sport as Jimmy Connors! The facts speak for themselves:

- Jimmy Connors was ranked **Number 1 for 159 weeks**, the longest uninterrupted hold on the Number 1 spot in the history of men's tennis!
- Jimmy Connors holds a **record 109 singles titles**, more than any other male player in history!
- Jimmy Connors has captured **eight Grand Slam Championships**, including **five U.S. Open Championships, two Wimbledon titles and the Australian Open!**

Jimmy Connors—the GREATEST tennis champion ever!

THE GAME CONTROLS



As a general rule, you can use the START button to continue and the SELECT button to cancel an option or return to the previous menu. For example, if you press the SELECT button at the EXHIBITION Menu, you go back to the MAIN Menu.

Use the UP and DOWN arrow keys to move to the next menu line. Use the control pad to move and choose between selectable options.

During a match, the SELECT button cancels the animation and causes the match to continue immediately. This is very useful when you want to keep the game going without long pauses in between.

The START button pauses the game. To continue, press the START button again.

Press the A, B, X, or Y buttons to change available options.

During a match, you control your player's movements using the arrow keys on the control pad. (FULL control only.)

The A, B, X, Y, R and L buttons are used to hit different strokes. In most cases, (when playing as Jimmy Connors) the buttons work as follows:

BASELINE SHOTS

A	top spin slice
B	slice strike
X	lob
Y	stop—a very short ball
R	side spin right
L	side spinleft

VOLLEYS (AT THE NET)

A	low-risk volley (higher and slower than the risky volley)
B	risky volley
X	lob
Y	volley stop
R	side spin right
L	side spin left

EASY CONTROL

In EASY CONTROL MODE, the computer controls your player's movements, and will move your player to the correct place on the court. All you need to do is press the controller buttons to hit the ball.

FULL CONTROL

In FULL CONTROL MODE you have complete control over your player's movements and shots.

THE SERVE

At the service, you see a cursor moving across the court. This is the spot where the ball will touch the ground if you release the button immediately. For a good serve, aim this cursor at the (correct) part of the court where you want the ball to land.

NOTE: The cursor turns red if you hit a side spin serve.

Serve Controls

A/Y	fake top spin serve
B	easy serve—not very strong, but safe
X	stronger, high speed serve—but very risky
R	side spin right serve
L	side spin left serve

EASY CONTROL

The easiest serve is the B button serve. Press the B button and hold it pressed until the computer moves the cursor and strikes the ball.

To serve using the other buttons, press and hold the button while controlling the direction of the serve with the control pad. The computer will strike the ball.

FULL CONTROL

The easiest serve is the B button serve. Press the B button and wait until the computer moves the cursor and strikes the ball.

The player has complete control over all other serves. You must move the cursor to the right place and release the button at the right time to complete a successful serve.

IMPORTANT: When you press a button, your player swings his racquet back. He does not strike immediately! He strikes when you RELEASE the button. While you are pressing the button, you can control the results of your shot in several ways:

1. Control the DIRECTION of the ball using the control pad;

2. Control the LENGTH of the shot by using the UP and DOWN on the control pad.

The longer the elapsed time, the better the shot. For example, a very quick shot will result in a very sharp angle.

NOTE: The success of a shot also depends on the distance between player and ball.

SOME TIPS FOR PLAYING (AND WINNING!) AGAINST THE PROS:

1. Train by competing in EXHIBITION MODE against PROFESSIONALS.

2. Learn which are your opponent's weakest shots and try to play to them.

3. Rush the net whenever possible. But be sure to prepare for it—a fast long shot is good preparation and may give you enough time to move up.

4. CONCENTRATE! Especially during semi-finals and finals.

THE MAIN MENU

MAIN MENU

EXHIBITION MODE

EXHIBITION MODE

The EXHIBITION Menu allows you to modify almost all of the play characteristics for a single match. Unlike the TOUR mode, you can play as a player other than Jimmy Connors. You can also play doubles with one or two human players.

The following options are available from the **EXHIBITION MENU:**

The Playing Court

Choose this option to select your favorite playing surface: Grass, Hard, Clay, Indoor, Desert, and Antarctica courts are available.

GRASS COURT
Ball jumps very low, but moves very fast.

HARD COURT
Ball jumps high and moves fast.

CLAY COURT
Ball jumps low and moves slowly.

INDOOR COURT
Ball jumps very high and moves very fast.

DESERT COURT
Ball jumps very low, and moves very slowly.

ANTARTICA COURT
Ball jumps very low, and moves very slowly.

The TRAINING COURT reacts like a GRASS COURT.

Number of Sets to Win

Choose one, three, or five sets needed to win the match. REMEMBER: a best of three match can last five sets, so playing the match may take a long time.

Play Mode

Play Mode allows you to choose Singles or Doubles play, and the number of human players playing the match.

Choose:

SINGLES

human player vs. computer opponent
human player vs. human opponent
computer player vs. computer player (computer demo)

DOUBLES

two human players vs. two computer opponents
human & computer players vs. two computer opponents
human & computer players vs. human & computer opponents
two computers players vs. two computer opponents (computer demo)

The next screens allow you to choose the following options:

Player Identity

After you have selected the options above, you can choose the identity of your player and your player's opponent from the sixteen players available.

To change the player selected, press a button on the control pad when the text above the player you want to choose is highlighted.

Control Mode

Select EASY or FULL control.

After you have chosen your player(s), you will be asked to choose EASY or FULL playing mode for your human player(s) and the skill level AMATEUR, INTERMEDIATE, or PROFESSIONAL for your computer opponents. Continue for each player.

NOTE: The EASY MODE

If you choose the easy mode in the SELECT PLAYER Menu or START TOUR, your player's movements on the court are controlled by the computer, so that you can concentrate solely on your strokes and hitting the ball. The serve is much easier in EASY mode: you only need to hit the correct area of the court with the cursor after you press the button. It does not matter when you release the button.

When you have made all the choices above, press start to begin the match.

TOURNAMENT MENU

MONTH	TOURNAMENT	COURT	POINTS
January	Australian Open Osaka Bombay	hard indoor grass	100 40 20
February	Milano Nairobi	indoor clay	40 20
March	Key Biscayne Indian Wells Casablanca	hard hard clay	80 60 20
April	Monte Carlo Singapore Hong Kong	clay grass hard	60 40 20
May	French Open Hamburg	clay clay	100 60
June	Wimbledon	grass	100
July	Toronto Acapulco	hard clay	60 40
August	U.S. Open Brisbane	hard grass	100 40
September	Madrid Oslo	clay indoor	40 20
October	Tokyo Tel Aviv Buenos Aires	indoor hard clay	60 20 20
November	Moscow BBSC Masters*	indoor indoor	40 140
December	Bluebyte Open UBI Indoor Antarctica	indoor indoor snow	100 60 8

*This tournament is only available if you are one of the top four players in the world.

Start Tour

Select this option to begin a new tournament year. You play as Jimmy Connors, ace tennis pro. Each month you choose and play a single tournament from the list of one to three tournaments available. You earn ranking points each time you win a match. The number of points you earn with each victory depends on the relative importance of the tournament. You can tell the relative importance of each tournament by looking at the number of points you can win, which is displayed at the bottom of the CHOOSE TOURNAMENT screen.

Your objective of the game is to become the number one tennis player in the world! You achieve this by becoming the number one ranked player by the end of the season. (December) The rank list can be displayed by selecting the RANKINGs option.

When you start a new TOUR, you will be asked to select the difficulty level of play.

NOTE: Once chosen, you cannot change the level of play difficulty later, so be sure to choose the correct level.

After you have confirmed the desired level of play difficulty, the TOUR Menu appears.

TOUR MENU

SELECT
TOURNAMENT MENU

THE TOUR Menu

The first TOURNAMENT MODE menu is:

FULL CONTROL
EASY CONTROL

Choose your control mode and select it using the START button.

The next menu is:

AMATEUR
INTERMEDIATE
PROFESSIONAL

Choose the skill level of your opponent and select it with the START button.

There are three options to choose from at the TOUR Menu:

Ranking

Displays the ranked list of players. If you are just starting a tournament or tour, the rank list is in random order.

Select Tournament

Takes you to the SELECT TOURNAMENT Menu.

SELECT TOURNAMENT Menu

This menu shows you a map of the world which rotates to show you the location of the chosen tournament. You can choose between one to three tournaments with varying difficulty levels and number of points. Information about each tournament is displayed at the bottom of the screen.

After you choose the tournament you want to play, an information screen appears. Information on the current round of the chosen tournament, your next opponent, and how many sets are required to win, is displayed. You can now proceed on to the actual match.

When the match ends, the STATISTICS SCREEN is displayed, which shows the results of the current tournament. You can then proceed to the next match.

Of course, you only proceed if you WON the last match!

When the tournament ends, a final results screen appears. You are then given a new password. With this password you can continue the game later by entering the password at the CONTINUE Menu.

Main Menu

Takes you back to the MAIN Menu.

CONTINUE

If you select continue, you need to enter the passwords given to you after each month to continue the tournament season. (In TOUR mode, you are given a password at the end of each month.) After you enter the correct password, you start back in the TOUR Menu.

TRAINING

If you have never played Jimmy Connors Pro Tennis Tour before, select this option to practice and perfect your skills before attempting tournament play.

There are five different coaches available, each of which will work with you on specific skills and techniques. Even if you are an advanced, experienced player, it may be a good idea to spend some time in training mode: the coaches may give you some tactical hints on how to play against the computer.

The Coaches

1 RUDI MINTEN—BEGINNER COACH

Rudi always plays the ball in the center of the court and will give you basic game playing tips including how to use the controller buttons to your best advantage.

If you have never played Jimmy Connors Pro Tennis Tour before then Rudi should be your first choice as a Coach, and may soon become your favorite trainer

2 NICK FLYNN—ADVANCED COACH

Nick helps you with more advanced game techniques, specific shots, and sometimes returns lobs if you play the net

3. BRUCE CARUSO—PROFESSIONAL COACH

Bruce is the perfect Coach for professional tennis players he gives great tactical advice and playing tips for winning tournaments.

4 WAYNE LUKE—NET PLAY COACH

Wayne helps you work on specific strategies for playing at the net

5. GARTH STEIN—SERVICE COACH

Garth works specifically on your serve He'll teach you the difference between serves and how to serve using the controller buttons

THE PLAYERS

Jimmy Connors

STRENGTHS
- very good double handed backhand (large angle/very forceful)

WEAKNESSES
- average forehand

Martin Mueller

STRENGTHS
- very good forehand
- very good volleys
- very hard serve

WEAKNESSES
- very high and slow backhand (top spin)
- not very fast

Timo Akira

STRENGTHS
- pretty fast
- big angle on turn-away serve

WEAKNESSES
- no major weaknesses but no winning shots

Emil Wurzl

STRENGTHS
- very good forehand (large angle/very hard)
- hard serve

WEAKNESSES
- average double handed backhand
- average volleys

Rudi Wijnfort

STRENGTHS
- very good forehand volley
- fast

WEAKNESSES
- average baseline shots

Sancho Pansa

STRENGTHS
- fast
- good baseline shots

WEAKNESSES
- average volleys

Jose Carlos

STRENGTHS
- good forehand
- good all around player

WEAKNESSES
- no major disadvantages

Lothar Baecker

STRENGTHS
- good baseline shots
- very good volley stops

WEAKNESSES
- not very fast

Otto Krause

STRENGTHS
- good serve
- good backhand
- very good volleys

WEAKNESSES
- bad forehand

Saki Tanaka

STRENGTHS
- good all around player

WEAKNESSES
- not very fast

Raschid Orgul

STRENGTHS
- good volleys
- good serve

WEAKNESSES
- average baseline shots

Malcolm O'Hara

STRENGTHS
- very fast
- very good volleys
- good serve

WEAKNESSES
- average baseline shots

Bjoern Edson

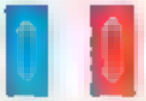
STRENGTHS
- very fast
- very good volleys
- good backhand
- all shots quite low at net

WEAKNESSES
- slow forehand

Bruce Barnaby

STRENGTHS
- very good forehand (large angle/very hard)
- very good double handed backhand (large angle/very hard)
- good serve
- very good topspin lob

WEAKNESSES
- very bad volleys



Pierre Papou

STRENGTHS
- good volleys
- good serve

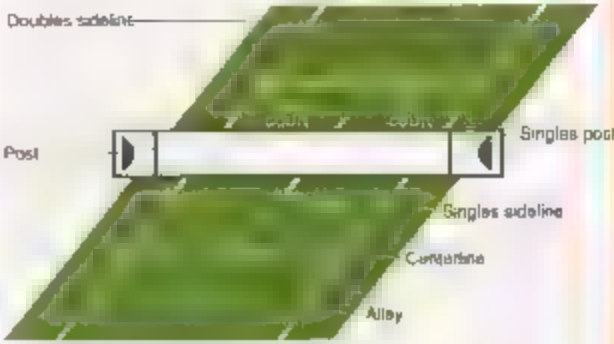
WEAKNESSES
- average baseline shots

Olaf Nilson

STRENGTHS
- good baseline shots

WEAKNESSES
- bad volleys

HOW TO PLAY TENNIS



Scoring

To score you must hit the ball into your opponent's half of the court and your opponent must fail to return the ball to your half of the court. Don't let the ball bounce more than once in your court before you hit it.

Tennis consists of GAME, SET, and MATCH.

Game

A game is scored 15, 30, 40, and game. If you and your opponent are tied at 40, this is called DEUCE. At deuce, the first player to win two points in a row wins the game. When you win your first point at deuce, you have an advantage—that means you only have to win one more point to win the game.

Set

The first player to win six games wins the set. If the set is tied at six, you play a tie-break seventh game. In the tie-break game the first player to reach seven points and lead by two points wins.

Match

A match may consist of one, three, or five sets.

Serving

Player 1 serves first. Each player serves alternate games. You must serve from one side of the centermark (alternating each serve) to your opponent's service court diagonally across from you. For example, if you are standing to the right of the centermark, your serve must land in your opponent's RIGHT court.

You have two chances to serve the ball into your opponent's service court. A serve is good only if it lands in the correct service court. A serve is NOT good if the ball hits the net or lands outside the service court. When you miss your first serve, it's called a fault. If you miss the second serve, it's called a double fault. If you double fault, your opponent gets a point!

If you hit the net on your first serve and the ball falls into your opponent's court, it's called a let, and you get to take the serve over.

THE TENNIS COURT

ALLEY
the alley is the narrow strip on either side of the singles court. The alley is only used in doubles play: in singles play, a ball that lands in the alley is OUT.

BASELINE
Your shots must land inside the baseline. Balls that land outside the baseline are OUT.

CENTERMARK
You must serve from either side of the centermark.

RIGHT AND LEFT SERVICE OR FORE COURT
when serving, your serve must land in the court DIAGONALLY across from the side of the court from which you're serving. For example, if you are standing to the right of the centermark, your serve must land in your opponent's RIGHT court.

SERVICE LINE
Your serve must land INSIDE the service line, on the correct side of the court. Any serve that lands outside the service line is OUT.

SINGLES SIDELINE
this is the sideline for SINGLES play. Any ball that lands outside the sideline is OUT.

GLOSSARY OF TENNIS TERMS

APPROACH SHOT
ball hit as you approach the net

CHIP SHOT
ball hit with moderate force to draw your opponent forward

CROSS COURT SHOT
hit the ball diagonally, so that it cuts across the court.

DOWN THE LINE SHOT
you send the ball straight down the sideline.

DROP SHOT
ball hit just over the net

GROUNDSTROKES
Strokes are defined as contact between the ball and the racquet. A groundstroke is when you hit the ball after it bounces off the ground once. The two main groundstrokes are the forehand and the backhand.

NET SHOT
Shots hit when you are at the net. You must move as close to the net as possible for this shot to work well.

PASSING SHOT
shot hit past the opponent to the extreme left or right as he is dashing to the net for position.

VOLLEY
the volley is an attacking stroke played before the ball touches the ground. Volleys are usually played in the service courts at net position.

Jimmy Connors
Pro Tennis Tour SNES

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